PlayStation

NTSC U/C

PlayStation

007 The World Is Not Enough

EA GAMES

Metro Goldwyn Mayer

MGM INTERACTIVE

TEEN

CONTENT RATED BY ESRB

SLUS-01272

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- ✦ This compact disc is intended for use only with the PlayStation game console.
- ✦ Do not bend it, crush it, or submerge it in liquids.
- ✦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✦ Be sure to take an occasional rest break during extended play.
- ✦ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

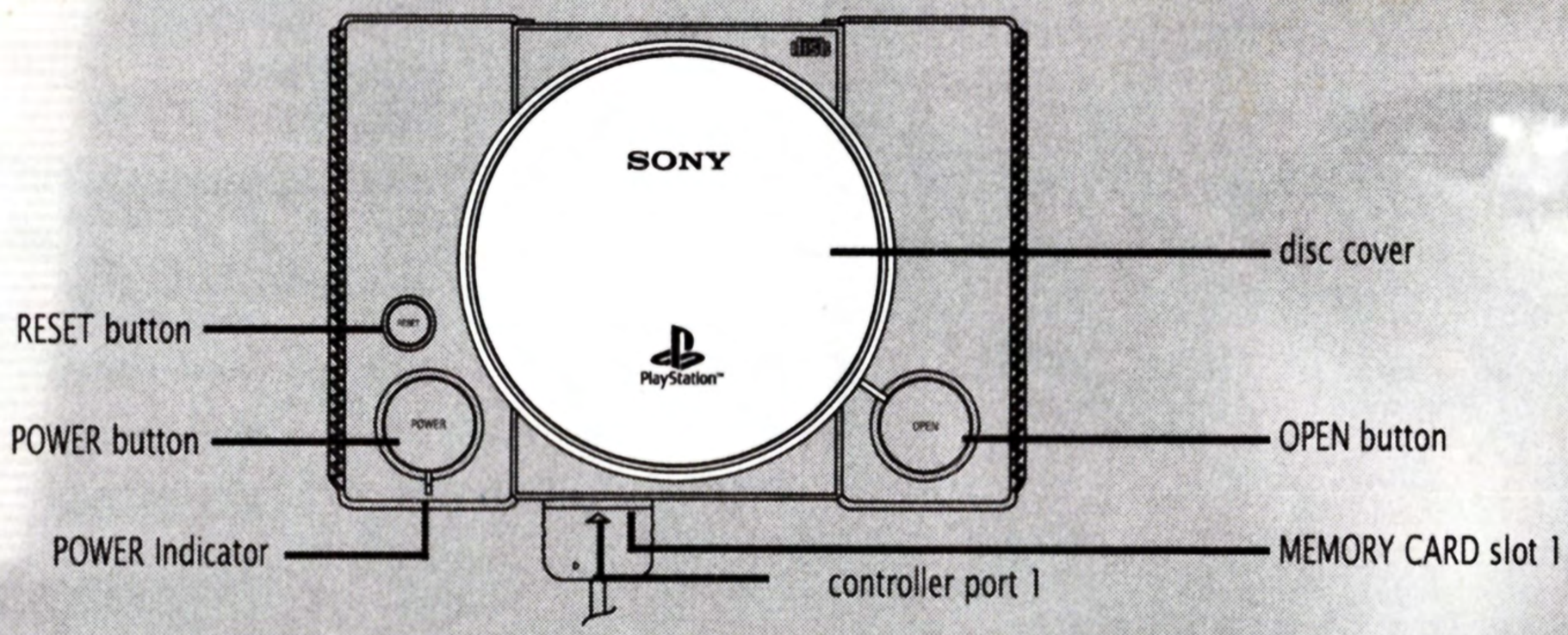
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

STARTING THE GAME 2
COMMAND REFERENCE 3
BASIC CONTROLS 4
YOUR ASSIGNMENT 5
SETTING UP THE GAME 5
PLAYING AS BOND 9
BOND'S WEAPONRY 13
SAVING AND LOADING 16
CREDITS 17

FOR MORE INFO about this and other titles, check out EA GAMES™ on the web at **www.eagames.com.**

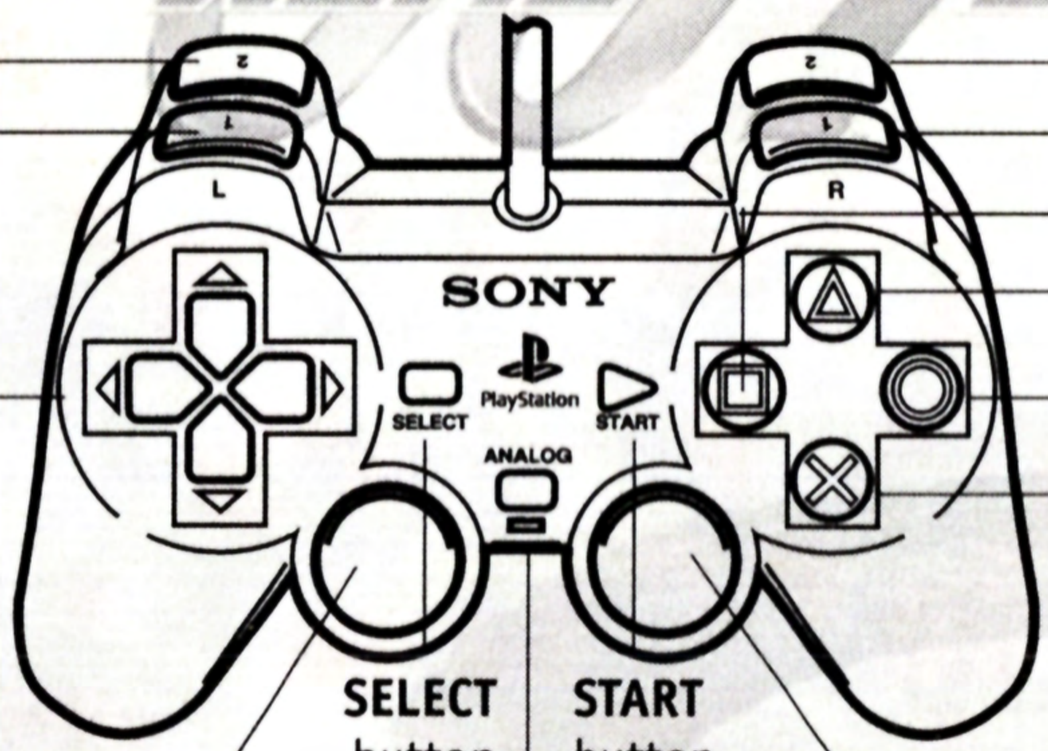
STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *The World Is Not Enough* disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation game console. After the developers logos, the video sequence appears.

   ⇨ Press **START** or ✖ to cancel the video sequence.
4. Upon completion of the video sequence, the Title screen appears. Press **START** to advance to the Main menu. (➤ p. 5)

COMMAND REFERENCE



MENU CONTROLS

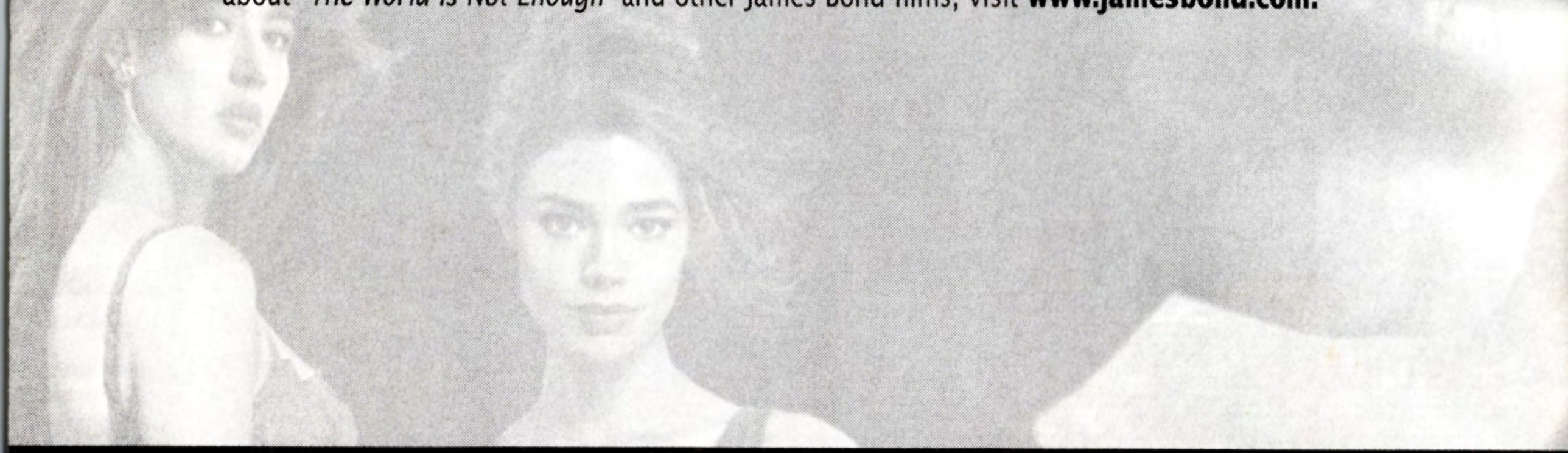
Highlight menu items	D-Button ↕
Cycle choices	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲

BASIC CONTROLS

ACTION	CONTROL
Move	D-Button
Use Weapon	✖
Next Weapon	■
Previous Weapon	▲
Action/Reload	●
Crouch	**L1**
Sniper Mode	**R1**
Strafe Left/Right	**L2/R2**

❒ For a more detailed list of commands, ➤ *Playing as Bond* on p. 9.

FOR MORE INFO about *"The World Is Not Enough"* video game, check out **007.ea.com**. For more information about *"The World Is Not Enough"* and other James Bond films, visit **www.jamesbond.com.**



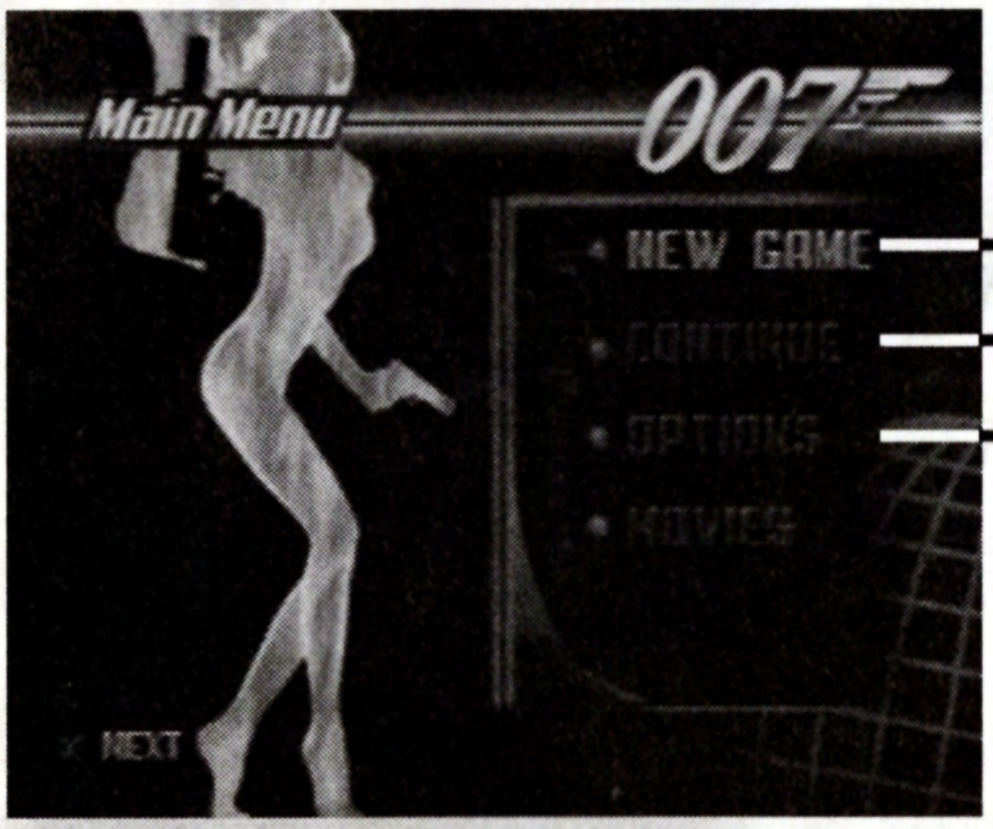
YOUR ASSIGNMENT

Welcome back, 007™. An MI6 agent has been murdered and a classified report from the Russian Atomic Energy Department has been taken from his body. An old friend, Sir Robert King, accidentally purchased this stolen document, believing it to contain information about terrorists who attacked his pipeline in Kazakhstan. In the meantime, a Swiss banker named Lachaise, a middle-man in this affair, has offered to return Sir Robert's money. I want you to go to him, discover who killed our agent, and collect the money.

SETTING UP THE GAME

MAIN MENU

Start a new game, load a saved game, or change game options from the Main menu.



- NEW GAME — BEGIN A NEW ADVENTURE
- CONTINUE — CONTINUE A SAVED GAME. (➤ P. 16)
- OPTIONS — ACCESS THE OPTIONS SCREEN. (➤ P. 7)

➪ To begin a new mission, select **NEW GAME**. The Difficulty menu appears.

NOTE: Default settings in this manual appear in **bold** type.

DIFFICULTY MENU

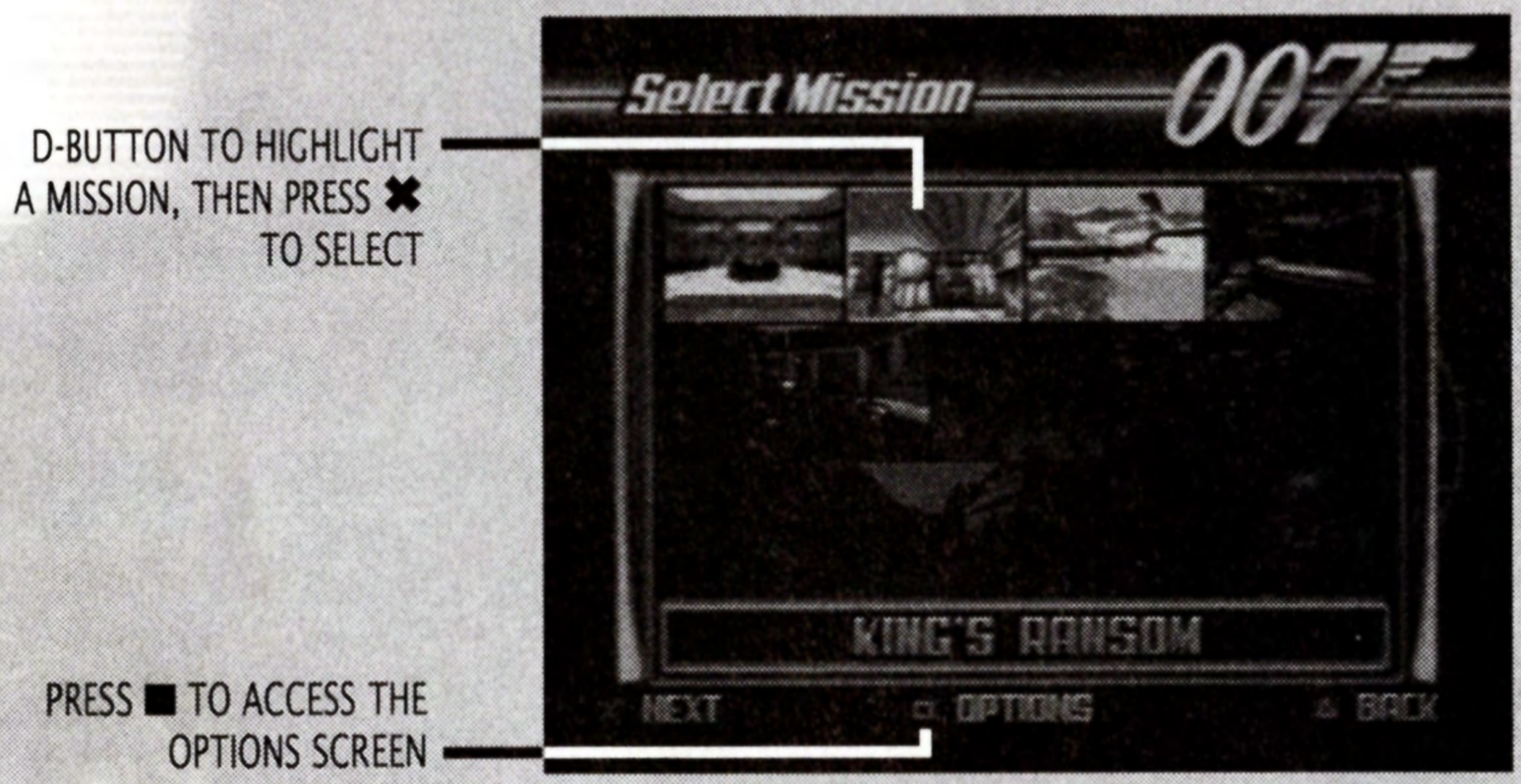
Select a skill level at which you wish to compete. Do you have what it takes to survive as 007?

AGENT	The easier level and a great place for beginning agents to gain experience.
007	The ultimate test for experienced agents.

➪ After selecting a skill level, the *Mission Selection* screen appears.

MISSION SELECTION SCREEN

Choose a mission to undertake. You must complete the current mission to advance to the next mission.



➪ After selecting a mission by pressing ✖, the *Mission Briefing* screen appears.

MISSION BRIEFING SCREEN

This screen contains all pertinent information you will need to complete the upcoming mission. The more knowledge you have, the better prepared you will be to handle any unforeseen problems in the field.

VIEW THE MISSION OBJECTIVES

REVIEW INFORMATION CONCERNING ANY SPECIAL EQUIPMENT YOU WILL NEED TO COMPLETE THE MISSION

TAKE NOTE OF MONEYPENNY'S SPECIAL ADVICE

Press the D-BUTTON ↕ TO CYCLE THROUGH THE BRIEFING NOTES

➪ To begin your mission, press ✖ or START. The mission introductory video plays.

➪ To skip the video sequence, press ✖ or START.

OPTIONS SCREEN

Set the game options you prefer.

➪ To access the Options screen, select OPTIONS from the Main menu, or by pressing ● in the Mission Select screen.

CONTROLLER	Access the Controller screen to adjust your control configuration. (➤ p. 8.)
MEMORY CARD	Load or save your game to a MEMORY CARD. (➤ p. 16)
CHEATS	Access the Cheats screen to play with special options. (➤ p. 8)

CONTROLLER SCREEN

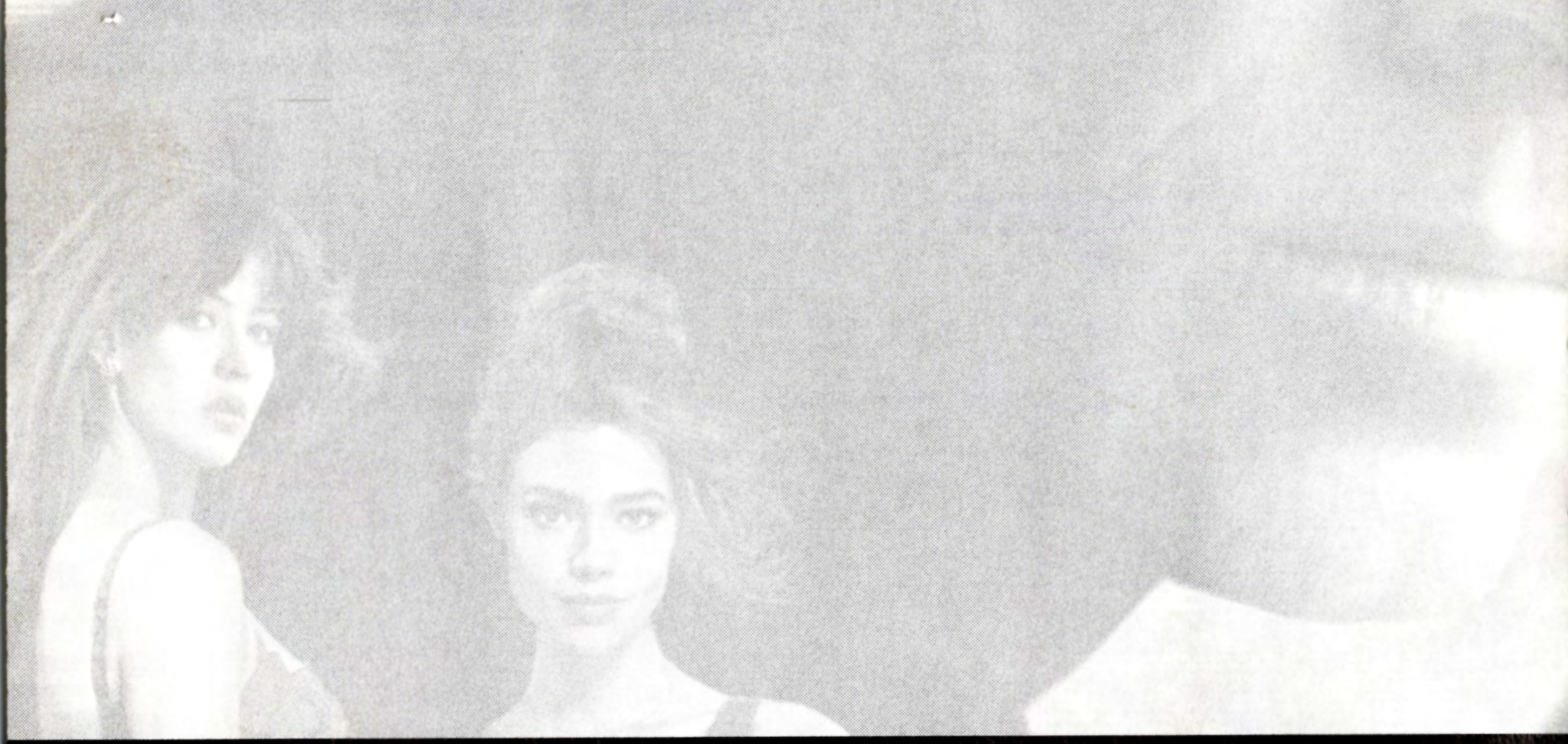
Set the control configuration best suited to your needs.

- ➪ To assign commands to desired buttons, press the D-Button to highlight the action you want to change, then press the button you want to replace it with.
- ➪ To restore the default control configuration, highlight DEFAULTS and press ✖ or **START**.
- ➪ To return to the Options screen, highlight EXIT, then press ✖ or **START**.

CHEATS SCREEN

In *The World Is Not Enough* you can earn special gameplay bonuses by completing missions and attaining a predetermined mission score. As you unlock cheats, you have the ability to turn them ON/**OFF**.

- ➪ To toggle a cheat option ON/**OFF**, highlight the option then press the D-Button ↔.



PLAYING AS BOND

The life of a secret agent is filled with intrigue and danger. Learn the basics of the spy trade to overcome any obstacles you may face in your upcoming missions.

COMPLETE GAME CONTROLS

BASIC MOVES

- To move **forward/backward**, press the D-Button ↕.
- To turn **left/right**, press the D-Button ↔.
- To **enter Stealth Mode** and **crouch** down/**stand** up, press **L1**.
- To strafe **left/right**, press **L2/R2**.

WEAPON HANDLING

- To use a **weapon/item**, press ✖.
- To **select the next weapon**, press ■.
- To **select the previous weapon**, press ▲.
- To perform an **action/reload**, press ●.
- To **enter Sniper Mode and manually aim** your weapon, press and hold **R1**.

SKI CONTROLS

- To **accelerate**, press the D-Button ↑.
- To turn **left/right**, press the D-Button ↔.
- To **decelerate**, press the D-Button ↓.
- To **crouch**, press **L1**.

NOTE: Ski Controls only apply when you are going down a hill. Basic controls apply on flat land.

ACTION BUTTON

In many situations during your mission, you may need to interact with people and the environment. To talk to people, open doors, press buttons, reload your weapon, and more, press ●. In some instances, you will find interaction brackets surrounding items in the environment. When red, the brackets are unusable. When green, the brackets are usable. Press ● to interact with these objects.

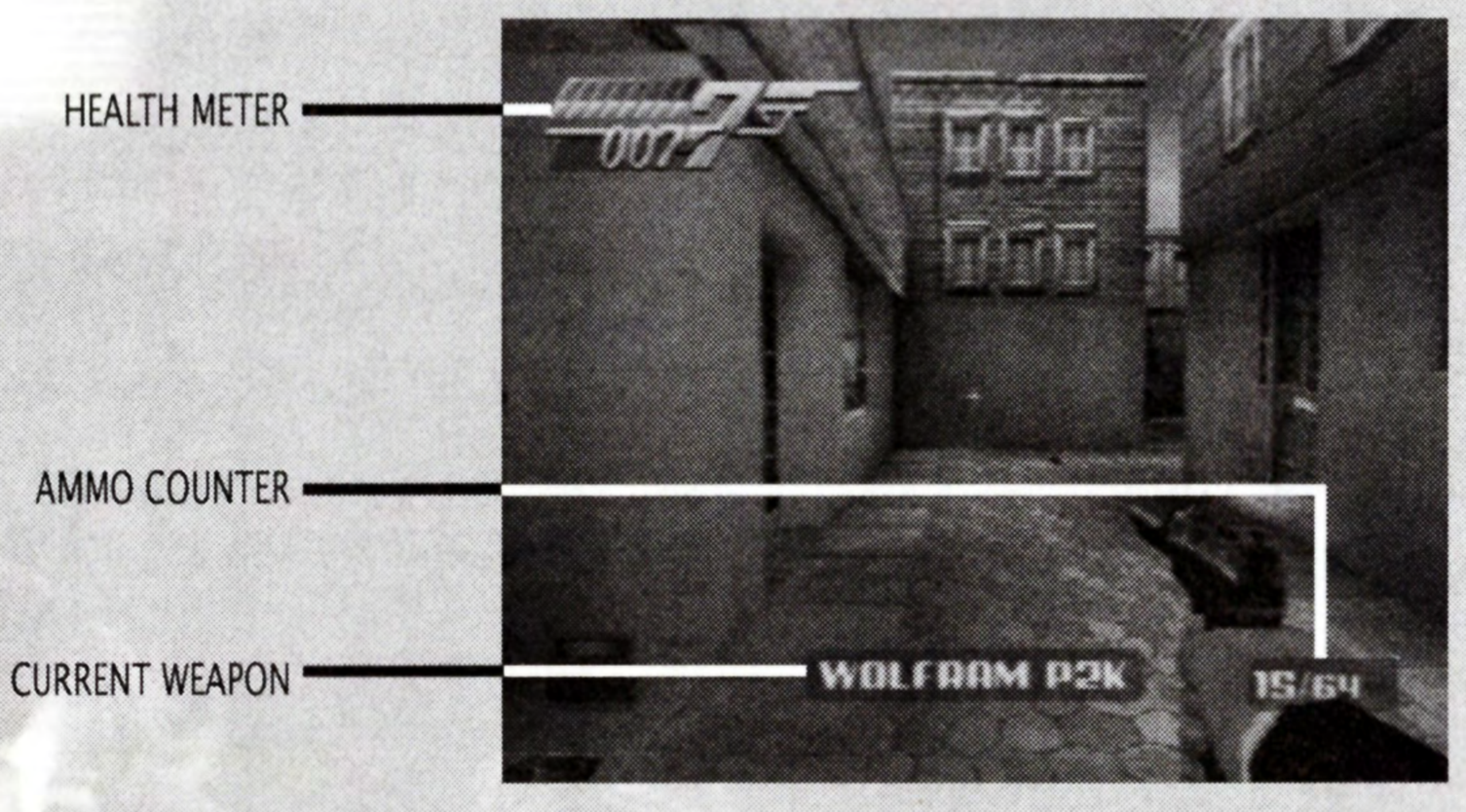
NOTE: In some instances when the brackets are red, this indicates that you are not close enough to interact with the object in question. Try moving a bit closer to the object to enable the green brackets.

STEALTH MODE

Some missions require you to use stealth precision rather than aggressiveness. For these situations, enter Stealth Mode to crouch. In Stealth Mode, you will be able to move more quietly and be harder to spot, but move at a slower pace.

➪ To enter Stealth Mode, press **L1** and hold to remain in a crouched position.

GAMEPLAY SCREEN



NOTE: To abort the mission at any time, press **SELECT** + **START**.

HEALTH METER/ARMOR METER

The Health Meter displays your physical condition. When the meter is completely green, you possess 100% health. As you are injured, red flashes appear along the outer edges of the screen, indicating the direction you are being attacked from, and the Health Meter decreases. When you sustain significant injury, the bars of health change from green to yellow, and finally to orange. When the meter is completely orange and you take more damage, the mission ends.

If you collect an Armor power-up during a mission, a silver Armor Meter appears on the bottom of your Health Meter. At this point, any damage taken will be deducted from your Armor Meter until it is depleted.

MI6 MESSAGES

During the course of a mission, MI6 has the ability to relay useful information to you. A message is waiting when the flashing red "MI6" text appears onscreen.

- ⇨ To retrieve an incoming MI6 message, press **SELECT**. The Message screen appears and the game will pause.
- ⇨ To exit the Message screen, press ▲.

To review past MI6 messages:

1. Press **START**. The Pause menu appears.

2. In the Pause menu, highlight MESSAGES, then press ✖. The Previous Messages screen appears.

3. On the Previous Messages screen, press the D-Button to highlight the desired message, then press ✖. The Message screen appears.

- ⇨ To exit the Message screen, press ▲ twice. The Pause screen appears.

PAUSE SCREEN

- ⇨ To access the Pause screen, press **START** during gameplay.
- ⇨ Press the D-Button ↕ to highlight an option, then press ✖ to select.

CONTINUE	Resume your current mission.
INVENTORY	View your current list of items.
OBJECTIVES	Review the status of the current mission's objectives.
MESSAGES	View special transmissions from MI6. (➤ above)
OPTIONS	Access the Pause Options menu.
REVERSE SNIPER	When set to YES, press the D-Button ↓ to raise the crosshairs and press the D-Button ↑ to lower the crosshairs in Sniper Mode.
VIBRATION	Toggle **ON**/OFF to play with feedback on a DUALSHOCK™ analog controller.
CONTROLLER	View the current controller settings. Settings cannot be changed from the Pause menu.
CROSSHAIR	When **ON**, your weapon's crosshair appears in gameplay.
AUTO ASSIST	When **ON**, your weapon's aim automatically homes in on the closest enemy in your line of fire.

HOLD CROUCH	When **ON**, you must hold **L1** to remain in a crouched position.
SOUND	Adjust the sound options.
SFX VOLUME	Set the % for the SFX volume level. The default level is **80%**.
MUSIC VOLUME	Set the % for the soundtrack volume level. The default level is **80%**.
RESTART MISSION	Start the current mission from the beginning.
ABORT MISSION	End your current adventure and return to the Debriefing screen.

INVENTORY RING

The Inventory Ring allows you to easily scroll through selected items in the course of a mission. By setting the most important or desired items in your Inventory Ring, you can quickly access them during gameplay.

➪ To cycle through your Inventory Ring during gameplay, press ■/▲.

To add an item or remove an item from your inventory ring:

1. Press **START** during gameplay. The Pause screen appears.

2. On the Pause screen, highlight INVENTORY, then press ✖. The Inventory screen appears.

3. On the Inventory screen, highlight the item you want to add or remove, then press ■. The item is added or removed.

❒ Items with a ✓are currently a part of your inventory ring. Items without a ✓ are not.

EA Tip: To quickly select an item from your inventory, pause the game, access the Inventory screen, and highlight the item. When you unpause the game, you will be holding the desired item.

DEBRIEFING SCREEN

Upon completion of a mission, the Debriefing screen appears. Here you will find statistics and ratings based on your performance during the mission. You score points in four important areas: Efficiency, Accuracy, Health, and Time. The better you perform in each area, the more stars you acquire. The more stars you acquire, the higher your Gun Ranking.

If you successfully complete the mission, you may advance to the next mission. If you fail to complete your objectives, you must replay the mission. Good luck, 007.

BOND'S WEAPONRY

In the course of your missions you will encounter a number of powerful foes and experience many high-risk situations. To complete your assignments, you will need to strategically use your weapons and gadgets.

WEAPONS

For these assignments, you will be required to use a wide range of high-tech weaponry. Some situations require the use of force, while others demand silent tactics for stealth purposes. As you collect additional weapons along the way, choose the best one for a given situation. The following weapons are some of the most common you will use throughout your assignments.

WOLFRAM P2K

The P2K is your standard issue firearm. It is lightweight, efficient, and comes equipped with a silencer.

AR36 SNIPER RIFLE

Designed for covert missions, this is a superbly accurate rifle with a telescopic sight. However, the bolt action makes it slow to fire and reload.

➪ To enter Sniper Mode and zoom in for a closer view of a target, press and hold **R1**.

BELGIQUE PS100

A high-powered automatic weapon. It has excellent stopping power, but limited accuracy.

MEYER TMP

The Meyer TMP is a small machine gun with a high rate of fire

NOTE: If you are unarmed (i.e., not holding a weapon or gadget), you can still perform a punch attack.

GADGETS

As part of MI6, you have access to some of the most technologically-advanced field equipment available from R.

CELL PHONE STUNNER

This handy device, disguised as a cellular phone, can be used to deliver an electric shock that can disable an enemy without causing permanent damage. The Stunner uses an internal power supply that is good for 100 charges, but automatically recharges when not in use.

FLASH BANG

A flash bang disguised as a miniature flashlight. These are used to disorient targets allowing you to subdue them without inflicting permanent damage.

GRAPPLING HOOK WATCH

A fashionable timepiece containing a miniature grappling hook with 50' high-tensile micro-filament, able to support up to 800 lbs.

➪ To fire the grappling hook, press **R1** to aim for the bracket hot spot, then press ✖.

NIGHT VISION GOGGLES

These glasses allow the wearer to see with improved vision in the darkest environments.

VLF DISRUPTOR

Disguised as an ordinary fountain pen, this useful device is used to disrupt electrical fields.

FINGERPRINT SCANNER

A handy device used to copy an individual's fingerprints from items in order to open high-security locks. First you must find an item with scannable prints to record them. Then, take Fingerprint Scanner with the scanned prints to a security lock, and use the scanner to open the door.

CREDIT CARD LOCKPICK

An ingenious lockpick disguised as a credit card that when activated, can be used to open some locked doors.

TELEPHONE BUG

A tiny transceiver device used for bugging telephones. When the bug has been placed, it will broadcast any received conversations.

MICRO-CAMERA

A pocket-sized, hi-res camera that can be used to gather evidence.

➪ To take a photo, press **R1** to focus on the object, then press ✖.

VIDEO CAMERA ROCKET LAUNCHER

A powerful guided weapon disguised as a video camera with visual and audio lock-on indicators. When the sights on the viewfinder change to a yellowish-orange color and an audible "Locked-On" message plays, the camera is locked-on to the target.

➪ To fire the rocket launcher, press **R1** to manually aim, then when the target is locked-on, press ✖.

PEN EXPLOSIVE

Disguised as an ordinary pen, this explosive device can be used to destroy objects that impede your progress.

ITEMS

In addition to your variety of gadgets, there are also a number of useful items to be found in each mission. When collected, items are automatically applied to your inventory.

LIGHT ARMOR	Increases your damage resistance by 25%. Each hit you take removes a unit from your Armor Meter.
HEAVY ARMOR	Increases your damage resistance by 100%. Each hit you take removes a unit from your Armor Meter.
AMMO CLIP	Adds ammunition to a specific weapon.

SAVING AND LOADING

The World Is Not Enough allows you to save game data with the use of a MEMORY CARD.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

To load a saved game:

1. Select OPTIONS from the Main menu or the Mission Select screen. The Options screen appears.

2. On the Options screen, select MEMORY CARD. The Load/Save screen appears.

3. Select LOAD. The Load Game screen appears.

4. Highlight **MEMORY CARD slot 1** or MEMORY CARD slot 2, then press ✖. The game data loads.

To save game data:

1. Select OPTIONS from the Main menu or the Mission Select screen. The Options screen appears.

2. On the Options screen, select MEMORY CARD. The Load/Save screen appears.

3. Select SAVE. The Save Game screen appears.

4. Highlight **MEMORY CARD slot 1** or MEMORY CARD slot 2 to save your data to, then press ✖. The game data saves.

- ⇨ If you wish to overwrite a previous save, complete Steps 1, 2, and 3, and the Overwrite screen appears. On the Overwrite screen, select YES to overwrite old data. The new data saves.
- ⇨ Your game data can also be saved from the Debriefing screen. Following a mission, select SAVE GAME, then follow the steps listed above.

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We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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P.O. Box 9025
Redwood City, California 94063-9025
Web page: www.ea.com

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900 or fax at (650) 628-5999.

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